

IN THE CLAIMS:

Please amend the claims as follows:

1. (Canceled)

2. (Canceled)

3. (Canceled)

4. (Canceled)

5. (Canceled)

6. (Canceled)

7. (Canceled)

8. (Canceled)

9. (Canceled)

10. (New) A method for executing a program stored on a memory cartridge, comprising:

providing a memory cartridge storing at least one karaoke program and at least one game program;

determining whether the memory cartridge is attached to a main body of a karaoke apparatus or to the main body of a gaming apparatus;

if the memory cartridge is attached to the main body of a karaoke apparatus, selecting a karaoke program from the at least one karaoke program stored on the memory cartridge;

if the memory cartridge is attached to the main body of a gaming apparatus, selecting a game program from the at least one game program stored on the memory cartridge; and

executing the selected program.

11. (New) The method of claim 10, wherein determining whether the memory cartridge is attached to a main body of a karaoke apparatus or to the main body of a gaming apparatus includes judging an identifier stored in a main body.

12. (New) The method of claim 10, wherein each karaoke program and each game program stored on the memory cartridge corresponds to an identifier.

13. (New) The method of claim 12, wherein, if the memory cartridge is attached to the main body of a karaoke apparatus, the selected karaoke program is selected based on the corresponding identifier.

14. (New) The method of claim 13, wherein, if the memory cartridge is attached to the main body of a karaoke apparatus, the selected karaoke program corresponds to an identifier that is stored in the main body of the karaoke apparatus.

15. (New) The method of claim 12, wherein, if the memory cartridge is attached to the main body of a gaming apparatus, the selected game program is selected based on the corresponding identifier.

16. (New) The method of claim 15, wherein, if the memory cartridge is attached to the main body of a gaming apparatus, the selected game program corresponds to an identifier that is stored in the main body of the gaming apparatus.

17. The method of claim 10, wherein the memory cartridge also stores a start program, and wherein the start program determines whether the memory cartridge is attached to a main body of a karaoke apparatus or to the main body of a gaming apparatus by judging an identifier stored in a main body.

18. (New) A method for operating a karaoke apparatus, comprising:
determining whether a memory cartridge is attached to a main body of the karaoke apparatus;

if a memory cartridge is attached to the main body of the karaoke apparatus, selecting a karaoke program from the programs stored in the memory cartridge, the programs stored in the memory cartridge including at least one karaoke program;

if a memory cartridge is not attached to the main body of the karaoke apparatus, selecting a warning message program stored in the main body of the karaoke apparatus; and

executing the selected program.

19. (New) A method for operating a gaming apparatus, comprising:

determining whether a memory cartridge is attached to a main body of the gaming apparatus;

if a memory cartridge is attached to the main body of the gaming apparatus, selecting a game program from the programs stored in the memory cartridge, the programs stored in the memory cartridge including at least one game program;

if a memory cartridge is not attached to the main body of the gaming apparatus, selecting a warning message program stored in the main body of the gaming apparatus; and

executing the selected program.

20. (New) A system for executing a program stored on a memory cartridge, the memory cartridge storing at least one karaoke program and at least one game program, comprising:

means for determining whether the memory cartridge is attached to a main body of a karaoke apparatus or to the main body of a gaming apparatus;

means for selecting a karaoke program from the at least one karaoke program stored on the memory cartridge, the programs stored in the memory cartridge including at least one game program and at least one karaoke program, if it is determined that the memory cartridge is attached to the main body of a karaoke apparatus;

means for selecting a game program from the at least one game program stored on the memory cartridge if it is determined that the memory cartridge is attached to the main body of a gaming apparatus; and

means for executing the selected program.

21. (New) A karaoke apparatus, comprising:

means for determining whether a memory cartridge is attached to a main body of the karaoke apparatus;

means for selecting a karaoke program from the programs stored in the memory cartridge, the programs stored in the memory cartridge including at least one karaoke program, if a memory cartridge is attached to the main body of the karaoke apparatus;

means for selecting a warning message program stored in the main body of the karaoke apparatus if a memory cartridge is not attached to the main body of the karaoke apparatus; and

means for executing the selected program.

22. (New) A gaming apparatus, comprising:

means for determining whether a memory cartridge is attached to a main body of the gaming apparatus;

means for selecting a game program from the programs stored in the memory cartridge, the programs stored in the memory cartridge including at least one game program, if a memory cartridge is attached to the main body of the gaming apparatus;

means for selecting a warning message program stored in the main body of the gaming apparatus, if a memory cartridge is not attached to the main body of the gaming apparatus; and

means for executing the selected program.